

amount is greater than the coin pay limit. Additionally, the gaming apparatus is programmed to pay to a player a first amount equal to the coin pay limit from the hopper and to pay to the player a second amount equal to the player cash out amount minus the coin pay limit utilizing the cashless payout apparatus, if the split pay option is available.

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In another aspect, the invention is directed to a gaming apparatus, comprising: a video display that is capable of generating video images; a value input device; a hopper; and a cashless payout apparatus. The gaming apparatus is programmed to determine a player cash out amount and to determine if a split pay option is available. The gaming apparatus is also programmed to receive a distribution input from a player corresponding to the player cash out amount if the split pay option is available, wherein the distribution input is a portion of the player cash out amount that the player wants to receive from the hopper. Additionally, the gaming apparatus is programmed to pay to the player a first amount equal to the distribution amount from the hopper and to pay to the player a second amount equal to the player cash out amount minus the distribution amount utilizing the cashless payout apparatus, if the split pay option is available. --

IN THE CLAIMS:

Please cancel claims 1-18 without prejudice.

Please add the following claims:

19. A gaming apparatus, comprising:
a video display that is capable of generating video images;
a value input device;
a hopper; and
a cashless payout apparatus;
said gaming apparatus being programmed to determine a player cash out amount,
said gaming apparatus being programmed to determine if said cashless payout apparatus is available for said player cash out amount,